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... However, when **simulating** large networks and high bandwidth links ... to signal the arrival of the **packet** or set ... send events would be processed in **send time** or- der ...

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... First, modeling and **simulating** a reliable data ... time (recording package num, **send time**, finish time ... Sender retransmits the current **packet** immediately when ...

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... SS behavior for short TCP flows with **packet loss** under both ... performance of flows under LAS at **packet** level ... are derived from traces obtained by **simulating** LAS in ...

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... a message used for **simulating** communication between the ... time includes the radio **transmission** time, radio ... dropped packets statistically model **packet loss** in the ...

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... load is very different from that of **simulating** that same ... in the future (the **delay** between the **send time** and receive ... such a way that when a **packet** arrives its ...

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... **transmission** routes in IP networks. ... **Packet loss** causes more noticeable degradation in voice quality, compared with other ... Overall **delay**. 1. Fixed **delay**. ...

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Simulating mobile ad hoc networks: a quantitative evaluation of ... from A to B, we use the **send time** to locate ... sender and the receiver of a given **packet** are too ...

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... Lastly, we estimate the mean NAK **send time**, the time ... we see that if the only **packet loss** comes from ... evaluate its potential effect by **simulating** the resulting ...

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... written for every received RTP **packet**: **send time**, receive time ... **Packet loss** percentage represents the percent of lost packets ... b). Not a single **packet** arrives to ...

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Chetlur, M.; Abu-Ghazaleh, N.; Radhakrishnan, R.; Wilsey, P.A.;

Parallel and Distributed Simulation, 1998. PADS 98. Proceedings. Twelfth Workshop on , 26-29 May 1998

Pages:64 - 71

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2 Design and evaluation of an adaptive flow control scheme

Agrawala, A.K.; Sanghi, D.;

INFOCOM '92. Eleventh Annual Joint Conference of the IEEE Computer and Communications Societies. IEEE , 4-8 May 1992

Pages:2391 - 2397 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(460 KB\)\]](#) **IEEE CNF**

3 Weakly hard real-time constraints on controller area network

Broster, I.; Bernat, G.; Burns, A.;

Real-Time Systems, 2002. Proceedings. 14th Euromicro Conference on , 19-21 June 2002

Pages:134 - 141

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1 [Packet network simulation: speedup and accuracy versus timing granularity](#)

Jong Suk Ahn, Peter B. Danzig

October 1996 **IEEE/ACM Transactions on Networking (TON)**, Volume 4 Issue 5

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2 [Applications, services, and architecture: Supporting real-time speech on wireless ad hoc networks: inter-packet redundancy, path diversity, and multiple description coding](#)

Chi-hsien Lin, Hui Dong, Upamanyu Madhow, Allen Gersho

October 2004 **Proceedings of the 2nd ACM international workshop on Wireless mobile applications and services on WLAN hotspots**

Full text available: [pdf\(554.02 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We consider the problem of supporting real-time traffic over packetized wireless ad hoc networks. Our specific emphasis is on speech, since this is a critical application in many scenarios such as emergency deployment of ad hoc networks. Standard retransmission-based Medium Access Control (MAC) strategies are poorly matched to speech applications, because the payload size for speech as well as for MAC-layer acknowledgements (ACKs) is small compared to the packet header, which contains a large ...

Keywords: 802.11, ad hoc, path diversity, real-time, speech, wireless

3 [Improving network simulation: TCPivo: a high-performance packet replay engine](#)

Wu-chang Feng, Ashvin Goel, Abdelmajid Bezzaz, Wu-chi Feng, Jonathan Walpole

August 2003 **Proceedings of the ACM SIGCOMM workshop on Models, methods and tools for reproducible network research**

Full text available: [pdf\(415.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes the design and implementation of a high performance packet replay tool called TCPivo. TCPivo is implemented on commodity hardware using widely available open-source software and can be used as a cost-effective means for evaluating the performance of networking devices. To achieve high throughput and accuracy, TCPivo employs novel mechanisms for managing trace files and accurate lowoverhead timers. In addition, through the use of low-latency kernel patches and priority schedu ...

4 [Link-sharing and resource management models for packet networks](#)

Sally Floyd, Van Jacobson

August 1995 **IEEE/ACM Transactions on Networking (TON)**, Volume 3 Issue 4

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